

# ATARI<sup>®</sup> 2600<sup>™</sup>

*RealSports* VOLLEYBALL





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**NOTE:** Always turn the console **POWER** switch **OFF** when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ model 2600 game.



## 1. SERVICE!



Hope you're ready for a good, hard workout! You may want to limber up a little because your set ups and spikes are going to be critical. And, by the way, how's your serve? It's also about to be tested. You're go-

ing to need teamwork, strategy, accuracy and extreme concentration to develop a winning game of volleyball. So, position your team, heads up, and service!

## 2. GAME PLAY

ATARI RealSports VOLLEYBALL is patterned after traditional volleyball where the objective is to win by scoring 15 points first. The game is played by two opposing teams, each occupying opposite sides of a court divided by a net. See Figures 1-A and 1-B.

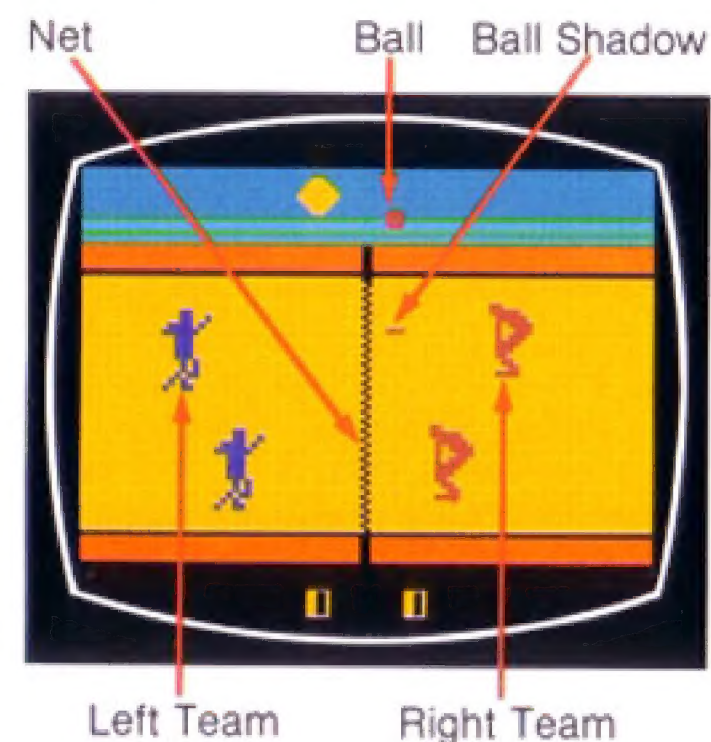


Figure 1-A—RealSports VOLLEYBALL Positions

After the ball is served, it is hit back and forth (or "volleyed") over the net until one team misses the ball or hits it out-of-bounds. You receive one point each time your opponent misses a ball that you initially served. Generally, the game ends when one team scores 15 points (for exceptions to this rule, see Section 6—SCORING).

To play a winning game of ATARI RealSports VOLLEYBALL, you should know how to serve, hit, and spike the ball.

### SERVING

At the start of a game, the computer randomly awards the serve to the right or left team. To serve, move your player until he touches the ball. Once a player holds the ball, he can move only in a vertical direction up or down the court. Position your player and press the red button on your Joystick to propel the ball over the net.

**NOTE:** The top player on each team always serves. See Figure 1-B.

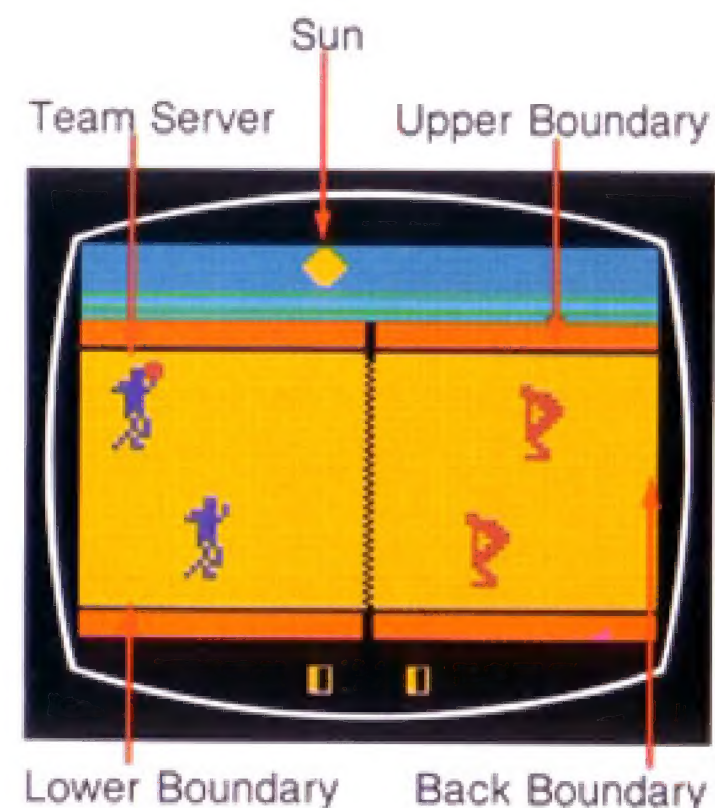


Figure 1-B—RealSports VOLLEYBALL Court



## HITTING



Keeping your eye on the ball, move the player until he meets the ball. In standard games (Games 1 and 2) the ball is then automatically "set up" to the other teammate, who must hit the ball in order to pass it back to the first teammate, who can then send the ball over the net. It takes two or three hits to return the ball, unless you spike it. In easy games (Games 3 and 4), the ball goes over the net upon contact.

## SPIKING



Spiking is a method of returning the ball lower, with greater velocity than normal, and without setting it up to your teammate. To spike, follow the directions for "hitting", except, just as you meet the ball, press the red button on your Joystick. This may take some practice, but, when done correctly, the ball will zoom back over the net into your opponents' court.

**NOTE:** You must position your player at least halfway up to the net, as shown in Figure 2, in order to spike a ball.

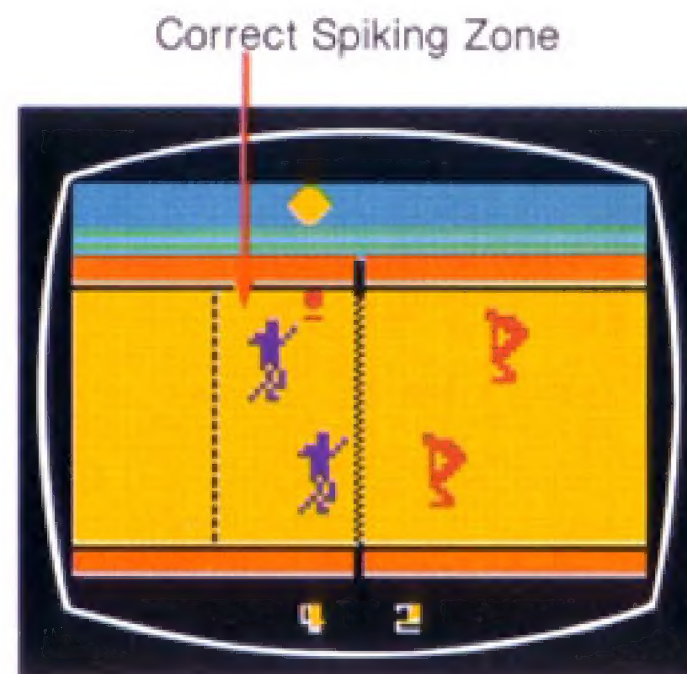
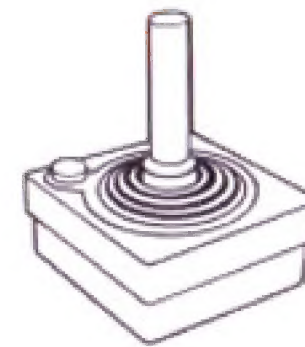


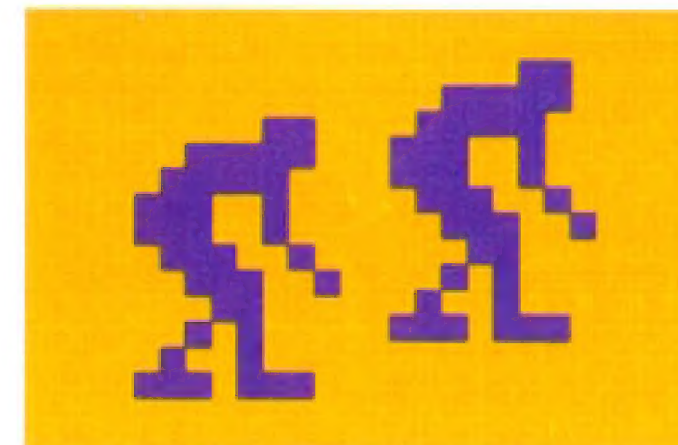
Figure 2—Spiking Zone

## 3. USING THE CONTROLLERS

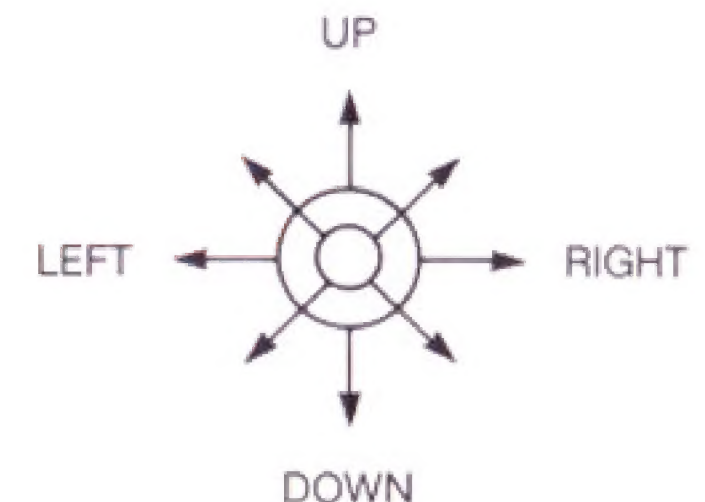


Use your Joystick Controllers with this ATARI® Game Program™ cartridge. Be sure to plug the controller cables firmly into the jacks at the back of your Video Computer System™ game. Hold the controller with the red fire button to your upper left toward the television screen. See your Owner's Manual for further details.

For a one-player game, plug the Joystick into the left jack and play against the computer. For a two-player game, the player on the left uses the Joystick plugged into the left jack and the player on the right uses the Joystick plugged into the right jack.



Move the Joystick in any direction to move both teammates in unison in the same direction.



Press the red button to:

- Start a game
- Serve the ball
- Spike the ball



## 4. CONSOLE CONTROLS

### GAME SELECT SWITCH

Press the GAME SELECT switch to choose the game you wish to play. (For a breakdown of **GAME VARIATIONS**, see Section 6.) The number of each game appears below the court, to the left of the net, while the number of players for each game appears below the court, on the right side of the net. (See Figure 3.)

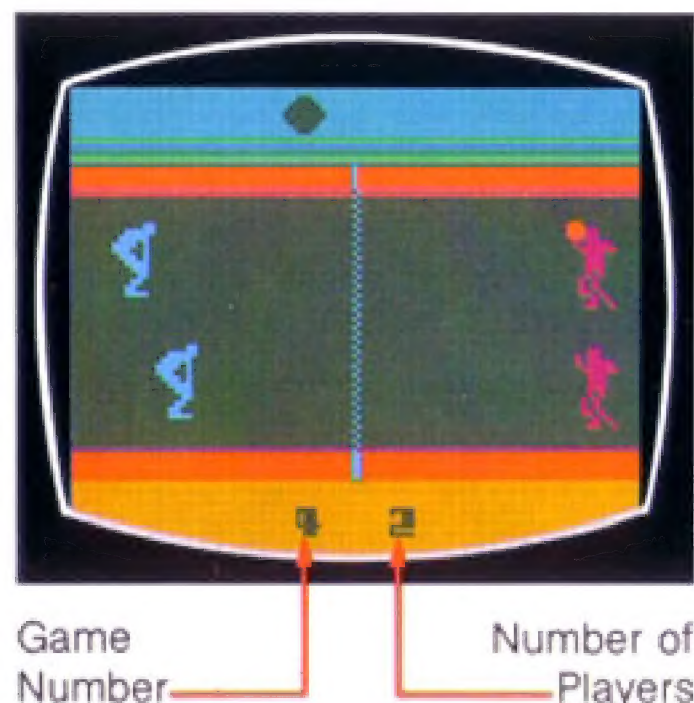


Figure 3—Selecting a Game

### GAME RESET SWITCH

Press the game RESET switch to begin game play. The score display will then replace the game number and number of players at the bottom of the court. The score for each team appears on its side of the net, as shown in Figure 4.



Figure 4—Score Display

### DIFFICULTY SWITCHES

The **DIFFICULTY** switch determines the speed of the players. Set in the **A** position, both players on a team will move slowly. Set in the **B** position, they will move fast. The **RIGHT DIFFICULTY** switch controls the team on the right side of the net, while the **LEFT DIFFICULTY** switch controls the team on the left side.

### TV TYPE SWITCH

Set this switch to **COLOR** if you have a color television set. Set it to **B-W** to play the game in black and white.

## 5. GAME VARIATIONS

This RealSports VOLLEYBALL cartridge contains four games. Below is a detailed description of each game variation. For quick reference, use the **GAME SELECT MATRIX** in Section 8.

### GAME 1

In this standard, one-player game, you play against the computer. The ball must be set up between teammates (two or three hits to send it over the net). Or, you can spike it over without set ups.

### GAME 2

This standard, two-player game is played just like Game 1, with set

ups or spiking. Each player operates a Joystick and controls a team.

### GAME 3

No need to set up the ball, it automatically goes over the net as soon as your player hits it in this easy, one-player variation. It's a good choice for beginners and children.

### GAME 4

Here is the two-player version of Game 3. Again, there are no set ups (the ball goes back over the net upon contact) and it's a good choice for novice players.

## 6. SCORING

You receive one point every time the opposing team misses a ball that you initially served. If the team that served the ball misses it or hits it out-of-bounds, no point is scored and the ball goes to the opposite team to serve. In traditional volleyball, this is known as "side-out".

A bell will sound every time a point is scored. A buzz will sound when the ball goes out-of-bounds. If a player runs out of the court and hits the ball back over the net, the volley is played as if the ball did not go out-of-bounds. The com-

puter awards serves and points according to which team last touched the ball.

The game ends when one team scores 15 points. However, you must win by at least two points, so if the score is 15 to 14, you continue playing until one team is two points ahead of the other.

Scores are displayed below the court to the left and right of the net, as shown in Figure 4. Your score always appears on your side of the court.



## 7. GAME STRATEGY

1. Use the shadow of the ball as a point of reference. Since the ball will land on its shadow, place your player's feet on the shadow to connect with and hit the ball.

**NOTE:** The shadow disappears after the sun sets. Once the

shadow is gone, your best strategy for hitting the ball is to keep your player's head under the ball.

2. Since setting up the ball is the most difficult aspect of **Games 1** and **2**, you may want to spike whenever you are close enough to the net.

3. Take advantage of your ability to go outside the court. You can often salvage a set up hit out-of-bounds by your own teammate.

4. Spiking is very good aggressive strategy which should be employed whenever possible.

## 8. GAME SELECT MATRIX

Game Number	1	2	3	4
Number of Players	1	2	1	2
Set Ups				
No Set Ups				
Children				

## 9. BEST SCORES

Name:

Date:

Score:

[illegible]



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**RealSports™ VOLLEYBALL**

## **RealSports™ VOLLEYBALL**

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ATARI, INC. ("Atari") warrants to the original consumer purchaser that your ATARI® Game Program cartridge is free from any defects in material or workmanship for a period of ninety days from the date of purchase. If any such defect is discovered within the warranty period, Atari's sole obligation will be to replace the cartridge free of charge on receipt of the cartridge (charges prepaid, if mailed or shipped) with proof of date of purchase at either the retail store where the cartridge was purchased or at one of the ATARI Regional Service Centers listed below:

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1312 Crossman Ave.  
Sunnyvale, CA 94086

Atari, Inc.  
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Suite 1  
Rolling Meadows, IL 60008

Atari, Inc.  
12 B World's Fair Dr.  
Somerset, NJ 08873

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2109 East Division St.  
Arlington, TX 76001

This warranty shall not apply if the cartridge (i) has been misused or shows signs of excessive wear, (ii) has been damaged by being used with any products not supplied by ATARI, or (iii) has been damaged by being serviced or modified by anyone other than an ATARI Regional Service Center.

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